REMARKS

The Office Action dated November 4, 2008, and made final, has been carefully reviewed and the foregoing amendment has been made in consequence thereof.

Claims 1-16, 18-28, and 30-47 are now pending in this application. Claims 1-16 and 18-47 stand rejected. Claim 29 has been canceled.

The rejection of Claims 1-13, 15, 16, and 29-47 under 35 U.S.C. § 103(a) as being unpatentable over U.S. Patent 6,257,981 to Acres, et al. (hereinafter referred to as "Acres") in view of U.S. Patent 6,769,986 to Vancura (hereinafter referred to as "Vancura") and U.S. Patent 6,955,600 to Glavich, et al. (hereinafter referred to as "Glavich") is respectfully traversed.

Acres describes a system (10) for monitoring and configuring gaming devices (12-16; 22-26) connected by a network. The system (10) includes a file server (32), a plurality of floor controllers (18; 28), and a plurality of pit terminals (34). The file server (32) stores gaming activity taking place on each gaming device (12-16; 22-26). Each pit terminal (34) monitors gaming device activity in an associated pit and is also used as a security monitoring device to detect unanticipated events such as fills or payouts. Each of the interconnected gaming devices (12-16; 22-26) includes an electronic module (40) that enables the gaming device (12-16; 22-26) to communicate with a floor controller (18; 28). The electronic module (40) includes a player tracking module (44) that includes a card reader (100) for detecting a player tracking card inserted by a player for identifying the player. The electronic module (40) also includes a data communication node (42) that communicates with the floor controller (18; 28). Each floor controller (18; 28) monitors an activity level of gaming devices (12-16; 22-26) connected to the floor controller (18; 28). The floor controllers (18; 28) also issue commands to associated gaming devices (12-16; 22-26) to reconfigure their payout schedules during certain bonusing events.

Notably, Acres does not describe nor suggest that an operator of a configuration workstation may select a bonus game triggering criteria, a visual activity, and an award

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method using respective lists displayed to the operator at the configuration workstation. In fact, Acres does not describe, suggest, or even mention a configuration workstation for use in configuring a base game and/or a bonus game using a set of lists presented to an operator. Rather, Acres merely describes a series of controllers and terminals, such as floor controllers, pit terminals, fill terminals, and jackpot terminals. For example, at column 7, lines 24-35, Acres describes a floor controller that monitors an activity level of each of a plurality of gaming machines, and issues commands to the gaming machines to reconfigure payout schedules during certain bonusing events, but does not describe any user interaction with the floor controller. Moreover, at column 7, lines 36-50, Acres describes a file server that stores records of gaming device activity, and creates reports related to such data, but does not describe any user interaction with the file server. At column 7, lines 51-57, Acres describes a pit terminal that monitors gaming device activity within a specific pit, but does not describe any user interaction with the pit terminal. Furthermore, at column 7, line 58 through column 8, line 14, Acres describes a fill and jackpot processing terminal that determines an amount of coin that should be used to fill a particular gaming device, but does not describe any user interaction with the terminal. Accordingly, Acres does not describe nor suggest that any of the controllers or terminals enable an operator to configure a gaming machine by selecting items from a set of lists, such as a list of bonus game triggering criteria, a list of visual activities, and/or a list of award methods.

Vancura describes a method of enabling a player to customize a casino game. Before playing a base game, the player is offered the choice of a plurality of aspects of bonus play from which to pre-select at the gaming machine. The player may choose trigger symbols that signify entry to bonus play. Moreover, the player may choose a type of bonus game to play at the gaming machine, should the player qualify. Further, the player may choose a monetary value and/or a difficulty of the bonus game played at the gaming machine.

Glavich describes a gaming device (10) that includes a set of mechanical or video reels (34) having a plurality of symbols (58) included thereon. The gaming device (10) enables players to trigger a bonus game when a match is made between a randomly chosen set of displayed symbols (58) on the reels (34) and a randomly chosen winning combination

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of symbols (58). During the bonus game, the gaming device (10) enables players to re-trigger the bonus game when the same symbols (58) that originally triggered the bonus game are again displayed on the reels (34).

Claim 1 recites a method for an operator of networked gaming machines to remotely configure a bonus game on at least one of the networked gaming machines, at least some of the gaming machines being of a type having a base game display area and a bonus game display area, wherein the method comprises "selecting at a configuration workstation coupled to the gaming machines over the network at least one of a plurality of possible bonus game triggering criteria displayed in a list to thereby define a bonus game triggering criterion related to at least one of a base game and the bonus game . . . selecting at the configuration workstation at least one of a plurality of possible visual activities displayed in a list for presentation on the bonus game display area of the gaming machine to which the triggering criterion is related . . . selecting at the configuration workstation at least one of a plurality of award methods that define a bonus game outcome . . . operating one of the gaming machines in accordance with the stored selections including: detecting the selected triggering criterion . . . displaying the selected visual activity on the bonus game display area of the gaming machine responsive to detecting the selected triggering criterion . . . awarding any item of value earned based on the selected award method."

No combination of Acres, Vancura, and Glavich describes nor suggests a method for an operator of networked gaming machines to remotely configure a bonus game on at least one of the networked gaming machines, as is recited in Claim 1. More specifically, no combination of Acres, Vancura, and Glavich describes nor suggests selecting, *by an operator using respective lists at a configuration workstation* coupled to a gaming machine over a network, at least one of a plurality of possible bonus game triggering criteria, at least one of a plurality of possible visual activities, and at least one of a plurality of possible award methods.

Rather, Acres merely describes a system that includes controllers and terminals, *without describing any user interaction with the controllers and terminals*, Vancura describes *a gaming machine* that allows *a player* to choose aspects of a bonus game at the gaming

machine, prior to starting play of a base game, and Glavich describes a gaming device that enables *players* to trigger a bonus game when a match is formed between a randomly chosen set of displayed symbols and a randomly chosen winning combination of symbols, and, during the bonus game, enables *players* to re-trigger the bonus game when the same symbols that originally triggered the bonus game, are again displayed on the reels. However, no combination of Acres, Vancura, and Glavich describes nor suggests that an operator of a configuration workstation selects a bonus game triggering criteria, a visual activity, and an award method using respective lists displayed to the operator at the configuration workstation.

Moreover, Applicants respectfully traverse the Examiner's assertion that the combination of Acres and Vancura describes the Applicants' invention as claimed. Rather, Applicants submit that a method or system arrived at by combining features of Acres and Vancura would be inoperable as described by the Examiner and, as such, cannot describe the Applicants' claimed invention. Specifically, the Examiner asserts on page 4 of the Office Action that Vancura describes an "ability [to] change the bonus game visual activity and triggering event as desired in col. 3, lines 18-59 on a gaming machine." The Examiner further asserts that "[i]t would have been obvious to one of ordinary skill in the art at the time of the invention to combine the bonus game configuration abilities of Acres with the visual activity configuration abilities of Vancura...." However, Vancura does not describe nor suggest selecting at the configuration workstation at least one of a plurality of possible visual activities displayed in a list for presentation on the bonus game display area of the gaming machine to which the triggering criterion is relation. Rather, Vancura describes a gaming machine that allows a player to choose aspects of a bonus game at the gaming machine, prior to starting play of a base game.

Accordingly, for at least the reasons set forth above, Claim 1 is submitted to be patentable over Acres in view of Vancura and Glavich.

Claim 29 has been canceled. Claims 2-13, 15, 16, 30-33, and 45 depend from independent Claim 1. When the recitations of Claims 2-13, 15, 16, 30-33, and 45 are considered in combination with the recitations of Claim 1, Applicants submit that dependent

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Claims 2-13, 15, 16, 30-33, and 45 likewise are patentable over Acres in view of Vancura and Glavich.

Claim 34 recites a method for remotely configuring a gaming machine over a network from a configuration computer, wherein the method comprises "operating a bonus configuration program on a configuration computer remote from the gaming machine, the configuration program including a rule generator comprising a plurality of lists including . . . a plurality of possible bonus game triggering criteria . . . a plurality of possible visual activities for display on the gaming machine when the bonus game is triggered . . . a plurality of possible award methods . . . a plurality of possible items of value awarded to a winner of the bonus game...."

No combination of Acres, Vancura, and Glavich describes nor suggests a method for remotely configuring a gaming machine over a network from a configuration computer, as is recited in Claim 34. More specifically, no combination of Acres, Vancura, and Glavich describes nor suggests operating a bonus configuration program on a configuration computer, wherein the configuration program includes a rule generator that includes a plurality of lists including a set of possible bonus game triggering criteria, a set of possible visual activities, a set of possible award methods, and a set of possible items of value that may be awarded.

Rather, Acres merely describes a system that includes controllers and terminals, *without describing any user interaction with the controllers and terminals*, Vancura describes *a gaming machine* that allows *a player* to choose aspects of a bonus game at the gaming machine, prior to starting play of a base game, and Glavich describes a gaming device that enables *players* to trigger a bonus game when a match is formed between a randomly chosen set of displayed symbols and a randomly chosen winning combination of symbols, and, during the bonus game, enables *players* to re-trigger the bonus game when the same symbols that originally triggered the bonus game, are again displayed on the reels. However, no combination of Acres, Vancura, and Glavich describes nor suggests that an operator of a configuration workstation selects a bonus game triggering criteria, a visual activity, and an award method using respective lists displayed to the operator at the configuration workstation.

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Accordingly, for at least the reasons set forth above, Claim 34 is submitted to be patentable over Acres in view of Vancura and Glavich.

Claims 35-40 depend from independent Claim 34. When the recitations of Claims 35-40 are considered in combination with the recitations of Claim 34, Applicants submit that dependent Claims 35-40 likewise are patentable over Acres in view of Vancura and Glavich.

Claim 41 recites a method for configuring a gaming machine of a type coupled to a network and having a base game and a bonus game, wherein the method comprises "operating a configuration computer on a network remote from a gaming machine, the configuration computer having a configuration program operating thereon . . . selecting at the configuration computer one or more of a plurality of possible bonus game triggering criteria . . . selecting at the configuration computer one or more of a plurality of possible visual activities presented by the configuration program . . . selecting at the configuration computer one of a plurality of possible award methods presented by the configuration program . . . selecting at the configuration computer one or more of a plurality of possible items of value . . . detecting the selected triggering criterion . . . displaying the selected visual activity at the gaming machine responsive to detecting the selected triggering criterion . . . awarding one or more of the plurality of possible items of value to the player of the gaming machine based on the selected award method"

No combination of Acres, Vancura, and Glavich describes nor suggests a method for configuring a gaming machine having a base game and a bonus game, as is recited in Claim 41. More specifically, no combination of Acres, Vancura, and Glavich describes nor suggests selecting, *by an operator using respective lists presented by a configuration program at a configuration workstation* coupled to a gaming machine over a network, at least one of a plurality of possible bonus game triggering criteria, at least one of a plurality of possible visual activities, and at least one of a plurality of possible award methods.

Rather, Acres merely describes a system that includes controllers and terminals, *without describing any user interaction with the controllers and terminals,* Vancura describes *a gaming machine* that allows *a player* to choose aspects of a bonus game at the gaming

machine, prior to starting play of a base game, and Glavich describes a gaming device that enables *players* to trigger a bonus game when a match is formed between a randomly chosen set of displayed symbols and a randomly chosen winning combination of symbols, and, during the bonus game, enables *players* to re-trigger the bonus game when the same symbols that originally triggered the bonus game, are again displayed on the reels. However, no combination of Acres, Vancura, and Glavich describes nor suggests that an operator of a configuration workstation selects a bonus game triggering criteria, a visual activity, and an award method using respective lists displayed to the operator at the configuration workstation.

Accordingly, for at least the reasons set forth above, Claim 41 is submitted to be patentable over Acres in view of Vancura and Glavich.

Claim 42 depends from independent Claim 41. When the recitations of Claim 42 are considered in combination with the recitations of Claim 41, Applicants submit that dependent Claim 42 likewise is patentable over Acres in view of Vancura and Glavich.

Claim 43 recites a gaming machine coupled to a network and controlled by a processor and a memory in response to a wager, wherein the gaming machine comprises "a special feature indicated on a visual display, the visual display depicting a bonus event triggered responsive to a bonus rule . . . the bonus rule being generated at a configuration station coupled to the network by selecting at least one of each of: a plurality of possible bonus game triggering criteria . . . a plurality of possible special features for indication on the visual display . . . a plurality of possible award methods . . . a plurality of possible items of value awarded to a winner of the bonus event based on the selected award method."

No combination of Acres, Vancura, and Glavich describes nor suggests a gaming machine, as is recited in Claim 43. More specifically, no combination of Acres, Vancura, and Glavich describes nor suggests a gaming machine configured to implement a special feature according to a bonus rule generated at a configuration station, wherein an operator selects, via the configuration station, at least one of a plurality of possible bonus game triggering criteria,

a plurality of possible specials features, a plurality of possible award methods, and a plurality of possible items of value to be awarded based on a selected award method.

Rather, Acres merely describes a system that includes controllers and terminals, *without describing any user interaction with the controllers and terminals*, Vancura describes *a gaming machine* that allows *a player* to choose aspects of a bonus game at the gaming machine, prior to starting play of a base game, and Glavich describes a gaming device that enables *players* to trigger a bonus game when a match is formed between a randomly chosen set of displayed symbols and a randomly chosen winning combination of symbols, and, during the bonus game, enables *players* to re-trigger the bonus game when the same symbols that originally triggered the bonus game, are again displayed on the reels. However, no combination of Acres, Vancura, and Glavich describes nor suggests that an operator of a configuration workstation selects a bonus game triggering criteria, a visual activity, and an award method using respective lists displayed to the operator at the configuration workstation.

Accordingly, for at least the reasons set forth above, Claim 43 is submitted to be patentable over Acres in view of Vancura and Glavich.

Claim 44 depends from independent Claim 43. When the recitations of Claim 44 are considered in combination with the recitations of Claim 43, Applicants submit that dependent Claim 44 likewise is patentable over Acres in view of Vancura and Glavich.

Claim 46 recites an apparatus for an operator of networked gaming machines to remotely configure a bonus game on at least one of the networked gaming machines, at least some of the gaming machines being of a type having a base game display area and a bonus game display area, wherein the apparatus comprises "a configuration workstation coupled to the gaming machines over the network, including: a monitor for displaying a list of possible bonus game triggering criteria, a plurality of possible visual activities, and a plurality of award methods . . . an input device configured to: receive a selection of at least one of the plurality of possible bonus game triggering criteria to thereby define a bonus game triggering criterion related to at least one of the games . . . receive a selection of at least one of the

plurality of possible visual activities for presentation on the bonus game display area of the gaming machine being played by the player to which the triggering criterion is related . . . receive a selection of one of the plurality of award methods . . . said configuration workstation configured to: detect the selected triggering criterion . . . display the selected visual activity on the bonus game display area of the gaming machine responsive to detecting the selected triggering criterion . . . award an item of interest at the gaming machine based on the selected award method."

No combination of Acres, Vancura, and Glavich describes nor suggests an apparatus for an operator of networked gaming machines to remotely configure a bonus game on at least one of the networked gaming machines, as is recited in Claim 46. More specifically, no combination of Acres, Vancura, and Glavich describes nor suggests a configuration workstation that enables an operator of networked gaming machines to configure a bonus game by selecting, via an input device, at least one of a plurality of possible bonus game triggering criteria, at least one of a plurality of possible visual activities, and one of a plurality of possible award methods.

Rather, Acres merely describes a system that includes controllers and terminals, *without describing any user interaction with the controllers and terminals*, Vancura describes *a gaming machine* that allows *a player* to choose aspects of a bonus game at the gaming machine, prior to starting play of a base game, and Glavich a gaming device that enables *players* to trigger a bonus game when a match is formed between a randomly chosen set of displayed symbols and a randomly chosen winning combination of symbols, and, during the bonus game, enables *players* to re-trigger the bonus game when the same symbols that originally triggered the bonus game, are again displayed on the reels. However, no combination of Acres, Vancura, and Glavich describes nor suggests that an operator of a configuration workstation selects a bonus game triggering criteria, a visual activity, and an award method using respective lists displayed to the operator at the configuration workstation.

Moreover, Applicants respectfully traverse the Examiner's assertion that the combination of Acres and Vancura describes the Applicants' invention as claimed. Rather,

Applicants submit that a method or system arrived at by combining features of Acres and Vancura would be inoperable as described by the Examiner and, as such, cannot describe the Applicants' claimed invention. Specifically, the Examiner asserts on page 4 of the Office Action that Vancura describes an "ability [to] change the bonus game visual activity and triggering event as desired in col. 3, lines 18-59 on a gaming machine." The Examiner further asserts that "[i]t would have been obvious to one of ordinary skill in the art at the time of the invention to combine the bonus game configuration abilities of Acres with the visual activity configuration abilities of Vancura...." However, Vancura does not describe nor suggest selecting at the configuration workstation at least one of a plurality of possible visual activities displayed in a list for presentation on the bonus game display area of the gaming machine to which the triggering criterion is relation. Rather, Vancura describes a gaming machine that allows a player to choose aspects of a bonus game at the gaming machine, prior to starting play of a base game.

Accordingly, for at least the reasons set forth above, Claim 46 is submitted to be patentable over Acres in view of Vancura and Glavich.

Claim 47 depends from independent Claim 46. When the recitations of Claim 47 are considered in combination with the recitations of Claim 46, Applicants submit that dependent Claim 47 likewise is patentable over Acres in view of Vancura and Glavich.

For the reasons set forth above, Applicants respectfully request that the Section 103 rejection of Claims 1-13, 15, 16, and 29-47 be withdrawn.

The rejection of Claim 14 under 35 U.S.C. § 103(a) as being unpatentable over Acres in view of Vancura and Glavich, and further in view of U.S. Patent Publication No. 2003/0176216 to Storey (hereinafter referred to as "Storey") is respectfully traversed.

Acres, Vancura, and Glavich are each described above. Storey describes a gaming machine (100) that is operable in a basic mode to play a base game and in a bonus mode to play a bonus game. After the gaming machine (100) awards credits to a player having won a basic game, a processor (200) continues operating in the basic mode, unless the outcome of

the basic game matches at least one of two bonus triggers. If the outcome matches either of the two bonus triggers, the processor (200) selects a bonus game from a set of bonus games associated with the bonus trigger having been matched to the basic game outcome.

Claim 1 recites a method for an operator of networked gaming machines to remotely configure a bonus game on at least one of the networked gaming machines, at least some of the gaming machines being of a type having a base game display area and a bonus game display area, wherein the method comprises "selecting at a configuration workstation coupled to the gaming machines over the network at least one of a plurality of possible bonus game triggering criteria displayed in a list to thereby define a bonus game triggering criterion related to at least one of a base game and the bonus game . . . selecting at the configuration workstation at least one of a plurality of possible visual activities displayed in a list for presentation on the bonus game display area of the gaming machine to which the triggering criterion is related . . . selecting at the configuration workstation at least one of a plurality of award methods that define a bonus game outcome . . . operating one of the gaming machines in accordance with the stored selections including: detecting the selected triggering criterion . . . displaying the selected visual activity on the bonus game display area of the gaming machine responsive to detecting the selected triggering criterion . . . awarding any item of value earned based on the selected award method."

No combination of Acres, Vancura, Glavich, and Storey describes nor suggests a method for an operator of networked gaming machines to remotely configure a bonus game on at least one of the networked gaming machines, as is recited in Claim 1. More specifically, no combination of Acres, Vancura, Glavich, and Storey describes nor suggests selecting, *by an operator using respective lists at a configuration workstation* coupled to a gaming machine over a network, at least one of a plurality of possible bonus game triggering criteria, at least one of a plurality of possible visual activities, and at least one of a plurality of possible award methods.

Rather, Acres merely describes a system that includes controllers and terminals, *without describing any user interaction with the controllers and terminals*, Vancura describes *a gaming machine* that allows *a player* to choose aspects of a bonus game at the gaming

machine, prior to starting play of a base game, Glavich a gaming device that enables *players* to trigger a bonus game when a match is formed between a randomly chosen set of displayed symbols and a randomly chosen winning combination of symbols, and, during the bonus game, enables *players* to re-trigger the bonus game when the same symbols that originally triggered the bonus game, are again displayed on the reels, and Storey describes a gaming machine that includes a processor that shifts the gaming machine from a base game mode to a bonus game mode when a base game outcome matches either of two bonus triggers. However, no combination of Acres, Vancura, Glavich, and Storey describes nor suggests that an operator of a configuration workstation selects a bonus game triggering criteria, a visual activity, and an award method using respective lists displayed to the operator at the configuration workstation.

Accordingly, for at least the reasons set forth above, Claim 1 is submitted to be patentable over Acres in view of Vancura and Glavich, and further in view of Storey.

Claim 14 depends from independent Claim 1. When the recitations of Claim 14 are considered in combination with the recitations of Claim 1, Applicants submit that dependent Claim 14 likewise is patentable over Acres in view of Vancura and Glavich, and further in view of Storey.

For at least the reasons set forth above, Applicants respectfully request that the Section 103 rejection of Claim 14 be withdrawn.

The rejection of Claims 18-25 under 35 U.S.C. § 103(a) as being unpatentable over Acres in view of Vancura and further in view of U.S. Patent 6,669,559 to Baerlocher, et al. (hereinafter referred to as "Baerlocher '559") is respectfully traversed.

Acres, Vancura, and Glavich are described above. Baerlocher '559 describes a gaming device (10) that includes a program that automatically begins a bonus round game when a player has achieved a qualifying condition in the game, such as a particular arrangement of indicia on a display window (28). Initially, the bonus round game provides the player with a plurality of image selections that the player chooses a selection. The bonus

round game then displays a symbol that is either a non-terminating symbol or a terminating symbol, and awards a basic value to the player each time the player locates certain symbols, and a match value when matching symbols are located. If the player chooses a selection that is a terminating symbol, the bonus round game terminates.

Claim 1 recites a method for an operator of networked gaming machines to remotely configure a bonus game on at least one of the networked gaming machines, at least some of the gaming machines being of a type having a base game display area and a bonus game display area, wherein the method comprises "selecting at a configuration workstation coupled to the gaming machines over the network at least one of a plurality of possible bonus game triggering criteria displayed in a list to thereby define a bonus game triggering criterion related to at least one of a base game and the bonus game . . . selecting at the configuration workstation at least one of a plurality of possible visual activities displayed in a list for presentation on the bonus game display area of the gaming machine to which the triggering criterion is related . . . selecting at the configuration workstation at least one of a plurality of award methods that define a bonus game outcome . . . operating one of the gaming machines in accordance with the stored selections including: detecting the selected triggering criterion . . . displaying the selected visual activity on the bonus game display area of the gaming machine responsive to detecting the selected triggering criterion . . . awarding any item of value earned based on the selected award method."

No combination of Acres, Vancura, Glavich, and Baerlocher '559 describes nor suggests a method for an operator of networked gaming machines to remotely configure a bonus game on at least one of the networked gaming machines, as is recited in Claim 1. More specifically, no combination of Acres, Vancura, Glavich, and Baerlocher '559 describes nor suggests selecting, *by an operator using respective lists at a configuration workstation* coupled to a gaming machine over a network, at least one of a plurality of possible bonus game triggering criteria, at least one of a plurality of possible visual activities, and at least one of a plurality of possible award methods.

Rather, Acres merely describes a system that includes controllers and terminals, *without describing any user interaction with the controllers and terminals*, Vancura describes

a gaming machine that allows *a player* to choose aspects of a bonus game at the gaming machine, prior to starting play of a base game, Glavich describes a gaming device that enables *players* to trigger a bonus game when a match is formed between a randomly chosen set of displayed symbols and a randomly chosen winning combination of symbols, and, during the bonus game, enables *players* to re-trigger the bonus game when the same symbols that originally triggered the bonus game, are again displayed on the reels, and Baerlocher '559 describes a bonus round game in which *a player* chooses a selection and the bonus round game exhibits a symbol, wherein the bonus round game awards a basic value or greater to the player each time the player locates a non-terminating symbol and terminates the bonus round game if the player locates a terminating symbol. However, no combination of Acres, Vancura, Glavich, and Baerlocher '559 describes nor suggests that an operator of a configuration workstation selects a bonus game triggering criteria, a visual activity, and an award method using respective lists displayed to the operator at the configuration workstation.

Accordingly, for at least the reasons set forth above, Claim 1 is submitted to be patentable over Acres in view of Vancura and Glavich, and further in view of Baerlocher '559.

Claims 18-25 depend from independent Claim 1. When the recitations of Claims 18-25 are considered in combination with the recitations of Claim 1, Applicants submit that dependent Claims 18-25 likewise are patentable over Acres in view of Vancura and Glavich, and further in view of Baerlocher '559.

For at least the reasons set forth above, Applicants respectfully request that the Section 103 rejection of Claims 18-25 be withdrawn.

The rejection of Claims 26 and 27 under 35 U.S.C. § 103(a) as being unpatentable over Acres in view of Vancura and Glavich, and further in view of U.S. Patent 6,506,118 to Baerlocher, et al. (hereinafter referred to as "Baerlocher '118") is respectfully traversed.

Acres, Vancura, and Glavich are described above. Baerlocher '118 describes a gaming device (10) that includes a base game, a bonus game, and a bonus scheme that enables a player to modify an existing award offer. An initial award offer is made to the player, and the player may then accept the initial award offer or modify the initial award offer to form a subsequent award offer. The subsequent award offer is based on the initial award offer and may be of lesser, greater, or equal value than the initial award offer.

Claim 1 recites a method for an operator of networked gaming machines to remotely configure a bonus game on at least one of the networked gaming machines, at least some of the gaming machines being of a type having a base game display area and a bonus game display area, wherein the method comprises "selecting at a configuration workstation coupled to the gaming machines over the network at least one of a plurality of possible bonus game triggering criteria displayed in a list to thereby define a bonus game triggering criterion related to at least one of a base game and the bonus game . . . selecting at the configuration workstation at least one of a plurality of possible visual activities displayed in a list for presentation on the bonus game display area of the gaming machine to which the triggering criterion is related . . . selecting at the configuration workstation at least one of a plurality of award methods that define a bonus game outcome . . . operating one of the gaming machines in accordance with the stored selections including: detecting the selected triggering criterion . . . displaying the selected visual activity on the bonus game display area of the gaming machine responsive to detecting the selected triggering criterion . . . awarding any item of value earned based on the selected award method."

No combination of Acres, Vancura, Glavich, and Baerlocher '118 describes nor suggests a method for an operator of networked gaming machines to remotely configure a bonus game on at least one of the networked gaming machines, as is recited in Claim 1. More specifically, no combination of Acres, Vancura, Glavich, and Baerlocher '118 describes nor suggests selecting, *by an operator using respective lists at a configuration workstation* coupled to a gaming machine over a network, at least one of a plurality of possible bonus game triggering criteria, at least one of a plurality of possible visual activities, and at least one of a plurality of possible award methods.

Rather, Acres merely describes a system that includes controllers and terminals, *without describing any user interaction with the controllers and terminals*, Vancura describes *a gaming machine* that allows *a player* to choose aspects of a bonus game at the gaming machine, prior to starting play of a base game, Glavich describes a gaming device that enables *players* to trigger a bonus game when a match is formed between a randomly chosen set of displayed symbols and a randomly chosen winning combination of symbols, and, during the bonus game, enables *players* to re-trigger the bonus game when the same symbols that originally triggered the bonus game, are again displayed on the reels, and Baerlocher '118 describes a gaming device that includes a base game, a bonus game, and a bonus scheme that enables *a player* to modify an existing award offer during the bonus game. However, no combination of Acres, Vancura, Glavich, and Baerlocher '118 describes nor suggests that an operator of a configuration workstation selects a bonus game triggering criteria, a visual activity, and an award method using respective lists displayed to the operator at the configuration workstation.

Accordingly, for at least the reasons set forth above, Claim 1 is submitted to be patentable over Acres in view of Vancura and Glavich, and further in view of Baerlocher '118.

Claims 26 and 27 depend from independent Claim 1. When the recitations of Claims 26 and 27 are considered in combination with the recitations of Claim 1, Applicants submit that dependent Claims 26 and 27 likewise are patentable over Acres in view of Vancura and Glavich, and further in view of Baerlocher '118.

For at least the reasons set forth above, Applicants respectfully request that the Section 103 rejection of Claims 26 and 27 be withdrawn.

The rejection of Claim 28 under 35 U.S.C. § 103(a) as being unpatentable over Acres in view of Vancura, Glavich, and Baerlocher '118, and further in view of U.S. Patent 6,347,996 to Gilmore, et al. (hereinafter referred to as "Gilmore") is respectfully traversed.

Acres, Vancura, Glavich, and Baerlocher '118 are each described above. Gilmore describes a gaming machine (10) that implements a bonus feature that includes a selection stage followed by a bonus stage. In the selection stage, a matrix of twenty selectable tiles are displayed to a player, wherein each tile is associated with a hidden reel symbol icon. The player selects a tile to reveal a reel symbol icon that must be matched in order to progress to the bonus stage. If the player selects three tiles with the "Bandit!" reel symbol icon, the bonus feature proceeds to the bonus stage. In the bonus stage, the player selects a number of spots to search for bonus awards. If the player uncovers an award at any of the selected spots, the corresponding award is paid to the player.

Claim 1 recites a method for an operator of networked gaming machines to remotely configure a bonus game on at least one of the networked gaming machines, at least some of the gaming machines being of a type having a base game display area and a bonus game display area, wherein the method comprises "selecting at a configuration workstation coupled to the gaming machines over the network at least one of a plurality of possible bonus game triggering criteria displayed in a list to thereby define a bonus game triggering criterion related to at least one of a base game and the bonus game . . . selecting at the configuration workstation at least one of a plurality of possible visual activities displayed in a list for presentation on the bonus game display area of the gaming machine to which the triggering criterion is related . . . selecting at the configuration workstation at least one of a plurality of award methods that define a bonus game outcome . . . operating one of the gaming machines in accordance with the stored selections including: detecting the selected triggering criterion . . . displaying the selected visual activity on the bonus game display area of the gaming machine responsive to detecting the selected triggering criterion . . . awarding any item of value earned based on the selected award method."

No combination of Acres, Vancura, Glavich, Baerlocher '118, and Gilmore describes nor suggests a method for an operator of networked gaming machines to remotely configure a bonus game on at least one of the networked gaming machines, as is recited in Claim 1. More specifically, no combination of Acres, Vancura, Glavich, Baerlocher '118, and Gilmore describes nor suggests selecting, *by an operator using respective lists at a configuration*

workstation coupled to a gaming machine over a network, at least one of a plurality of possible bonus game triggering criteria, at least one of a plurality of possible visual activities, and at least one of a plurality of possible award methods.

Rather, Acres merely describes a system that includes controllers and terminals, *without describing any user interaction with the controllers and terminals*, Vancura describes *a gaming machine* that allows *a player* to choose aspects of a bonus game at the gaming machine, prior to starting play of a base game, Glavich describes a gaming device that enables *players* to trigger a bonus game when a match is formed between a randomly chosen set of displayed symbols and a randomly chosen winning combination of symbols, and, during the bonus game, enables *players* to re-trigger the bonus game when the same symbols that originally triggered the bonus game, are again displayed on the reels, Baerlocher '118 describes a gaming device that includes a base game, a bonus game, and a bonus scheme that enables *a player* to modify an existing award offer during the bonus game, and Gilmore describes a bonus feature that includes a selection stage and a bonus stage that is enabled if the player selects a predetermined number of specified symbols during the selection stage. However, no combination of Acres, Vancura, Glavich, Baerlocher '118, and Gilmore describes nor suggests that an operator of a configuration workstation selects a bonus game triggering criteria, a visual activity, and an award method using respective lists displayed to the operator at the configuration workstation.
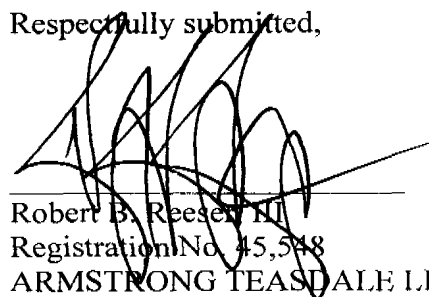
Accordingly, for at least the reasons set forth above, Claim 1 is submitted to be patentable over Acres in view of Vancura, Glavich, and Baerlocher '118, and further in view of Gilmore.

Claim 28 depends from independent Claim 1. When the recitations of Claim 14 are considered in combination with the recitations of Claim 1, Applicants submit that dependent Claim 28 likewise is patentable over Acres in view of Vancura, Glavich, and Baerlocher '118, and further in view of Gilmore.

For at least the reasons set forth above, Applicants respectfully request that the Section 103 rejection of Claim 28 be withdrawn.

In view of the foregoing amendment and remarks, all the claims now active in this application are believed to be in condition for allowance. Reconsideration and favorable action are respectfully solicited.

Respectfully submitted,

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